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GAME MACHINE WITH 3-DIMENSIONAL IMAGE DISPLAY
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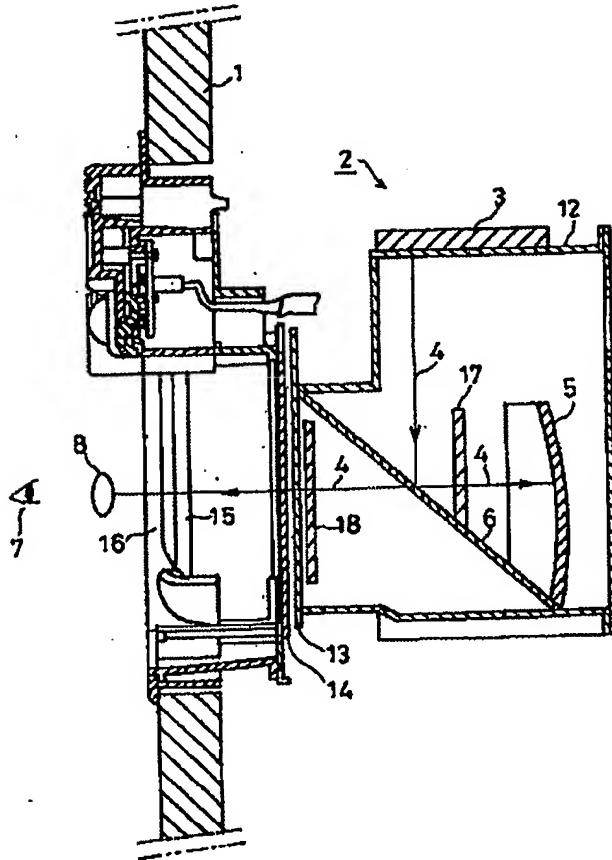
TITLE (54) : GAME MACHINE WITH 3-DIMENSIONAL IMAGE DISPLAY

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ABSTRACT

[ISSUE] The Invention is intended to provide a game machine with 3-D image display, such as a Pachinko game machine or slot machine, with the following features:

- It prevents ghost phenomenon due to a ray of light that comes in from 3-D image generated in outer space and other external source of light;
- It enables players to see clear 3-D image.



[SOLUTION] Concave Mirror 5 is arranged so that Primary Image 4 from Half Mirror 6 can be entered and reflected on Half Mirror 6. When Primary Image 4 is entered and passed through from Concave Mirror 5 to Half Mirror 6, Player 7 can see 3-D Image 8 as if it is up in the air. Quarter-wavelength board 17 is arranged by Half Mirror 6 so that it generates phase difference in frequency orientation of incoming ray of light. Polarization Board 18 is arranged in between Quarter-wavelength Board 17 and Player 7 so that it can polarize incoming ray

of light. It sufficiently prevents ghost phenomenon due to ray of light that comes in from 3-D image generated in outer space and other external source of light. As a result, Player 7 can see even clearer images.

[SCOPE OF CLAIM]

[CLAIM 1] Game machine with a 3-D image display that is equipped with the following 3-D image display components:

- Primary image generating device that generates primary image;
- Half mirror that is arranged so that said primary image is entered in at approximately a 45 degree angle and reflected in at approximately a 135 degree angle;
- Concave mirror that is arranged so that said primary image is entered from said half mirror can be reflected on said half mirror;
- Quarter-wavelength board that is arranged by said half mirror so that it can generate phase difference in frequency direction of incoming ray of light;
- Polarized board that is arranged in between said quarter-wavelength board and player so that it can polarize incoming ray of light.

And Game machine with 3-D image display that has the following features:

- When said primary image is entered and passed through from said concave mirror to said half mirror, player can see 3-D image as if it is up in the air;
- It prevents ghost phenomenon.

[CLAIM 2] Game machine with a 3-D image display, according to Claim 1, that is equipped with image generating device that generates secondary image and it reflects said secondary image from said half mirror to display flat image for player.

[CLAIM 3] Game machine with a 3-D image display that is equipped with the following 3-D image display components:

- Concave mirror that has concave section to reflect ray of light;
- Primary image generating device that faces said concave mirror. Generated image is displayed on a screen that is positioned on or near double distance from focal distance of said concave mirror;
- Half mirror that is arranged in between said concave mirror and said primary image generating device. It is sloped in approximately a 45 degree against opposed axis between said concave mirror and said primary image generating device;
- Quarter-wavelength board that is arranged by said half mirror so that it can generate phase difference in frequency direction of incoming ray of light;
- Polarized board that is arranged in between said quarter-wavelength board and player so that it can polarize incoming ray of light.

And Game machine with a 3-D image display that has the following features:

- When said primary image is entered and passed through from said concave mirror to be reflected on said half mirror, and to be reflected from said half mirror to player, player can see 3-D image

- as if it is up in the air;
- It prevents ghost phenomenon.

[CLAIM 4] Game machine with a 3-D image display, according to either one item among Claim 1 through 3, that is equipped with at least one sheet of flat mirror in between said primary image generating device and said half mirror so that said primary image can be entered on said half mirror.

[CLAIM 5] Game machine with a 3-D image display, according to either one item among Claim 1 through 4, that has the following feature: Said primary image generating device and said secondary image generating device are either CRT, LC display device, plasma display device, decoration light, or actual material.

[CLAIM 6] Game machine with a 3-D image display, according to either one item among Claim 1 through 5, that has the following feature:

- Said quarter-wavelength board is arranged in between said concave mirror and said half mirror;
- Said polarization board is arranged in between said half mirror and said player.

[CLAIM 7] Game machine with a 3-D image display, according to either one item among Claim 1 through 5, that has the following feature:

- Said quarter-wavelength board is attached on either side of said

half mirror surface;

- Said polarization board is arranged in between said half mirror and said player.

[CLAIM 8] Game machine with a 3-D image display, according to either one item among Claim 1 through 5, that has the following feature:

- Said quarter-wavelength board is arranged in between said half mirror and said player;
- Said polarization board is attached on said player's side of said quarter-wavelength board surface.

[CLAIM 9] Game machine with a 3-D image display, according to either one item among Claim 6 through 8, that has the following feature:

- Coating or film that minimizes reflection of said ray of light is applied on surface of said quarter-wavelength board and said polarization board.

[DETAILED DESCRIPTION OF THE INVENTION]

[0001]

[TECHNICAL FIELD THAT THE INVENTION BELONGS TO] The Invention is related to game machine with a 3-D image display, such as pachinko game machine or slot game machine. They are equipped with 3-D image display device that displays a 3-D image associated with games in front of player's eyes.

[0002]

[EXISTING TECHNOLOGY] examples of traditional game machine that displays a 3-D image associated with games in front of player's eyes include the ones that utilize LC display device, half mirror, or concave mirror. They have been proposed under Patent Publication H11-151352.

[0003]

[ISSUES THAT THE INVENTION IS INTENDED TO SOLVE] Said traditional examples, however, generated ghost phenomenon due to ray of light that comes in from a 3-D image generated in outer space and other external source of light. The unsolved problem has been that a player could not see 3-D images clearly. The Invention is intended to provide a game machine with a 3-D image display, such as Pachinko game machine or slot machine, with the following features:

- It prevents ghost phenomenon due to a ray of light that comes in from a 3-D image generated in outer space and other external source of light;
- It enables players to see clear 3-D image.

[0004]

[METHOD TO SOLVE ISSUES] The Invention on Claim 1 refers to a game machine with a 3-D image display that is equipped with the following 3-D image display components:

- Primary image generating device that generates primary image;

- Half mirror that is arranged so that said primary image is entered in at approximately a 45 degree angle and reflected in at approximately a 135 degree angle;
- Concave mirror that is arranged so that said primary image is entered from said half mirror can be reflected on said half mirror;
- Quarter-wavelength board that is arranged by said half mirror so that it can generate phase difference in frequency direction of incoming ray of light;
- Polarized board that is arranged in between said quarter-wavelength board and player so that it can polarize incoming ray of light.

And Game machine with a 3-D image display that has the following features:

- When said primary image is entered and passed through from said concave mirror to said half mirror, player can see the 3-D image as if it is up in the air;
- It prevents ghost phenomenon.

[0005] The Invention on Claim 2 refers to a game machine with a 3-D image display, according to Claim 1, that is equipped with an image generating device that generates a secondary image and it reflects said secondary image from said half mirror to display a flat image for player. The Invention on Claim 3 refers to a game machine with a 3-D image display that is equipped with the following 3-D image display components:

- Concave mirror that has concave section to reflect ray of light;
- Primary image generating device that faces said concave mirror. Generated image is displayed on a screen that is positioned on or near double distance from focal distance of said concave mirror;
- Half mirror that is arranged in between said concave mirror and said primary image generating device. It is sloped in approximately 45 degrees against opposed axis between said concave mirror and said primary image generating device;
- Quarter-wavelength board that is arranged by said half mirror so that it can generate phase difference in frequency direction of incoming ray of light;
- Polarized board that is arranged in between said quarter-wavelength board and player so that it can polarize incoming ray of light.

And Game machine with a 3-D image display that has the following features:

- When said primary image is entered and passed through from said concave mirror to be reflected on said half mirror, and to be reflected from said half mirror to player, player can see a 3-D image as if it is up in the air;
- It prevents ghost phenomenon.

[0006] The Invention on Claim 4 refers to a game machine with a 3-D image display, according to either one item among Claim 1 through 3, that is equipped with at least one sheet of flat mirror in between said primary image generating device and said half mirror so that said

primary image can be entered on said half mirror. The Invention on Claim 5 refers to a game machine with a 3-D image display, according to either one item among Claim 1 through 4, that has the following feature:

Said primary image generating device and said secondary image generating device are either CRT, LC display device, plasma display device, decoration light, or actual material. The Invention on Claim 6 refers to a game machine with a 3-D image display, according to either one item among Claim 1 through 5, that has the following feature:

- Said quarter-wavelength board is arranged in between said concave mirror and said half mirror;
- Said polarization board is arranged in between said half mirror and said player.

[0007] The Invention on Claim 7 refers to a game machine with a 3-D image display, according to either one item among Claim 1 through 5, that has the following feature:

- said quarter-wavelength board is attached on either side of said half mirror surface;
- said polarization board is arranged in between said half mirror and said player.

The Invention on Claim 8 refers to a game machine with a 3-D image display, according to either one item among Claim 1 through 5, that has the following feature;

- Said quarter-wavelength board is arranged in between said half mirror and said player;
- Said polarization board is attached on said player's side of said quarter-wavelength board surface.

The Invention on Claim 9 refers to a game machine with a 3-D image display, according to either one item among Claim 6 through 8, that has the following feature:

Coating or film that minimizes reflection of said ray of light is applied on surface of said quarter-wavelength board and said polarization board.

[0008] In the Invention according to Claim 1, as shown in Fig. 1, 2, 3, 20, 21, and 22, Image Generating Device 3, such as LC display, is a device that generates Primary Image 4; Half Mirror 6 is arranged so that said Primary Image 4 is entered in at approximately a 45 degree angle and reflected in at approximately a 135 degree angle; Concave Mirror 5 is arranged so that said Primary Image 4 is entered from said Half Mirror 6 can be reflected on said Half Mirror 6. When said Primary Image 4 is entered and passed through from said Concave Mirror 5 to said Half Mirror 6, Player 7 can see a 3-D image as if it is up in the air. It can display to Player 7 an attractive 3-D Image 8 with sufficient three-dimensional appearance. Furthermore, Quarter-wavelength Board 17 is arranged by said Half Mirror 6 so that it can generate phase difference in frequency direction of incoming ray of light. Polarization Board 18 is arranged in between said Quarter-

wavelength Board 17 and Player 7 so that it can polarize incoming ray of light. With these arrangements, ray of light from 3-D Image 8 that is generated in outer space and other external source of light is horizontally polarized and entered after passing through such component as Polarization Board 18. Path of ray of light passes through Half Mirror that is angled by 45 degrees. Horizontally polarized ray of light then passes through Quarter-wavelength Board 17, creating phase difference in its frequency direction and turns to the right. Ray of light that is turned to the right is reflected on Concave Mirror 5 and polarized to turn to the left. Ray of light that is turned to the left again passes through Quarter-wavelength Board 18, creating phase difference in its frequency direction, and transforms to vertically polarized ray of light. Vertically polarized ray of light is blocked by Polarization Board 18 that polarizes lights horizontally, and becomes 0%, or erased. Thus, ghost phenomenon due to incoming ray of light from 3-D Image 8 that is generated in outer space and other outer source of light can be sufficiently eliminated. As a result, Player 7 can see 3-D Image 8 that is generated in outer space more clearly.

[0009] In the Invention, according to Claim 2, as shown in Fig. 7, 8, 9, 26, 27, and 28, it is equipped with Secondary Image Generating Device 10 such as LC display device, which generates Secondary Image 9. Secondary Image 9 is reflected by Half Mirror 6 and displayed as a flat image in front of Player 7's eyes. Therefore it can selectively

display to Player 7 a 3-D Image 8 and flat image. It can display to players a flat image under normal condition, and a 3-D image only under specific condition, such as Reach mode. It can also display both 3-D Image 8 and flat image simultaneously and maximize its expression.

[0010] In the Invention, according to Claim 3 as shown in Fig. 13, 14, 15, 32, 33, and 34, Primary Image Generating Device 3 such as LC display device is arranged in the following manner:

- It faces against Concave Mirror 5;
- Screen 3a that generates Primary Image 4 is arranged on or around Distance r --- double distance of Concave Mirror 5 Focal Distance $r/2$ ---;
- Half Mirror 6 that is arranged in between Concave Mirror 5 and Primary Image Generating Device 3. It is sloped in approximately 45 degrees against opposed axis between Concave Mirror 5 and Primary Image Generating Device 3.

In an embodiment shown in Fig. 16, 17, 18, 35, 36, and 37, doubled Distance r of Concave Mirror 5 Focal Distance $r/2$ equals $r^1 + r^2$ without doubt.

Configuration of Quarter-wavelength Board 17 and Polarization Board 18 is the same as another embodiment shown in Fig. 1, 2, 3, 20, 21, and 22. For this reason, Primary Image 4 is entered on Concave Mirror 5 after passing through Half Mirror 6, and reflected towards Half Mirror 6, then reflected by Half Mirror towards Player 7. It jumps out from

Screen 3a to be displayed as 3-D Image 8 in the air. In other words, Screen 3a that generates Primary Image 4 is arranged on or around Distance r --- double distance of Concave Mirror 5 Focal Distance $r/2$ --- and maintains sufficient distance between Concave Mirror 5 and primary image generating device, or CRT2. Primary Image 4 is displayed as 3-D Image 8 in the air, in front of Player 7's eyes. This way it can display attractive 3-D Image 8 with sufficient three-dimensional appearance in front of Player 7.

[0011] In the Invention, according to Claim 4 as shown in Fig. 4, 5, 6, 23, 24, and 25, at least one sheet of Flat Mirror 11 in between Primary Image Generating Device 3 and Half Mirror 6. Multiple sheets of Flat Mirror 11 could be inserted as well. Therefore, arrangement of Primary Image Generating Device 3 and Half Mirror 6 can be flexible. In the Invention, according to Claim 5, Primary Image Generating Device 3 and Secondary Image Generating Device 10 consists of CRT, LC display device, plasma display device, decoration light, or actual material. As long as they generate Primary Image 4 or Secondary Image 9, they are not limited to the said devices. Thus it can generate various images.

[0012] In the Invention, according to Claim 6 as an embodiment shown in Fig. 1, 4, 7, 10, 13, 16, 20, 23, 26, 29, 32, and 35, Quarter-wavelength Board 17 is arranged in between Concave Mirror 5 and Half Mirror 6, and Polarization Board 18 is arranged in between Half Mirror 6 and Player 7. Thus, ghost phenomenon due to an incoming ray of light from 3-D Image 8 that is generated in outer space and other

outer source of light can be sufficiently eliminated in the same manner and reason as the Invention of Claim 1. As a result, Player 7 can see 3-D Image 8 that is generated in outer space more clearly.

[0013] In the Invention, according to Claim 7 as an embodiment shown in Fig. 2, 5, 8, 11, 14, 17, 21, 24, 27, 30, 33, and 36, Quarter-wavelength Board 17 is attached on either side of Half Mirror 6's surface, and Polarization Board 18 is arranged in between said Half Mirror 6 and said Player 7. Thus, ghost phenomenon due to incoming ray of light from 3-D Image 8 that is generated in outer space and other outer source of light can be sufficiently eliminated in the same manner and reason as the Invention of Claim 1. As a result, Player 7 can see 3-D Image 8 that is generated in outer space more clearly.

[0014] In the Invention, according to Claim 8 as an embodiment shown in Fig. 3, 6, 9, 12, 15, 18, 22, 25, 28, 31, 34, and 37, Quarter-wavelength Board 17 is arranged in between Half Mirror 6 and Player 7, and Polarization Board 18 is attached on Player 7's side of Quarter-wavelength Board 17's surface. Thus ghost phenomenon due to incoming ray of light from 3-D Image 8 that is generated in outer space and other outer source of light can be sufficiently eliminated in the same manner and reason as the Invention of Claim 1. As a result, Player 7 can see 3-D Image 8 that is generated in outer space more clearly. In the Invention according to Claim 9, under the same embodiment, coating or film that minimizes reflection of ray of light is applied on surface of Quarter-wavelength Board 17 and Polarization Board 18.

Thus it can further eliminate ghost phenomenon.

[0015]

[EMBODIMENT TYPE OF THE INVENTION] We would like to describe embodiment type of the Invention with figures as follows: Embodiment type of the Invention is applied to a kind of game machine with 3-D image display, or Game Machine 1 as shown in Fig. 19. As shown in Fig. 1, 2, and 3, it is equipped with 3-D Image Display Section 2 that displays Player 7 3-D Image 8 associated with pachinko game. 3-D Image Display Section 2 consists of the following components contained in Case 12. Primary Image Generating Device 3 refers to a device that generates Primary Image 4, and consists of either LC display device, plasma display device, CRT, decoration with lights, or actual materials. It is not limited to the said devices as long as it can generate Primary Image 4. Half Mirror 6 is arranged so that Primary entered in at approximately a 45 degree angle and reflected in at approximately a 135 degree angle. Concave Mirror 5, that is arranged so that Primary Image 4 is entered from Half Mirror 6, can be reflected on Half Mirror 6. Quarter-wavelength Board 17 is arranged by Half Mirror 6 so that it can generate phase difference in frequency direction of incoming ray of light. Polarization Board 18 is arranged in between Quarter-wavelength Board 17 and Player 7 so that it can polarize incoming ray of light. Front Glass 13, 14, 15, and 16 are installed in need basis, and their quantities are not fixed.

When Primary Image is entered and passed through from Concave Mirror 5 to Half Mirror 6, Player 7 can see a 3-D image as if it is up in the air. That's how it prevents ghost phenomenon.

[0016] In an embodiment shown in Fig. 1, Quarter-wavelength Board 17 is arranged in between Concave Mirror 5 and Half Mirror 6; Polarization Board 18 is arranged in between Half Mirror 6 and Player 7. In another embodiment shown in Fig. 2, Quarter-wavelength Board 17 is attached on either side of Half Mirror 6's surface; Polarization Board 18 is arranged in between Half Mirror 6 and Player 7. In an embodiment shown in Fig. 1, 2, and 3, coating or film (not shown in figures) that minimizes reflection of ray of light is applied on the surface of Quarter-wavelength Board 17 and Polarization Board 18.

[0017] In a type of embodiment shown in Fig. 20, 21, and 22, where a type of game machine with 3-D image display, or Slot Type Game Machine 20 that has Slot Section 21 as shown in Fig. 38, it is equipped with 3-D Image Display Section 2 that displays Player 7 3-D Image 8 associated with slot type games. Configuration and effects of 3-D Image Display Section 2 is same as Pachinko Game Machine 1 as shown in Fig. 1, 2, and 3. Front Glass 13 is installed next to Surface Panel 22, but its quantity is not limited.

[0018] Another type of embodiment shown in Fig. 4, 5, 6, 23, 24, and 25 is different from said type of embodiment shown in Diagram 1, 2, 3,

20, 21, and 22. At least one sheet of Flat Mirror 11 is installed in between Primary Image Generating Device 3 and Half Mirror 6 so that Primary Image 4 can be entered on Half Mirror 6. Multiple sheets of Flat Mirror 11 could be inserted as well. Furthermore, another type of embodiment shown in Fig. 7, 8, 9, 26, 27, and 28 is different from said type of embodiment shown in Fig. 1, 2, 3, 20, 21, and 22. It is equipped with Secondary Image Generating Device 10 that generates Secondary Image 9. Secondary Image 9 is reflected by Half Mirror and displayed as a flat image in front of Player 7's eyes. Secondary Image Generating Device 10 consists of CRT, LC display device, plasma display device, decoration light, or actual material. As long as they generate Primary Image 4 or Secondary Image 9, they are not limited to the said devices. Another type of embodiment shown in Fig. 10, 11, 12, 29, 30, and 31 is also different from said type of embodiment shown in Fig. 7, 8, 9, 26, 27, and 28. At least one sheet of Flat Mirror 11 is installed in between Primary Image Generating Device 3 and Half Mirror 6 so that Primary Image 4 can be entered on Half Mirror 6. Multiple sheets of Flat Mirror 11 could be inserted as well.

[0019] 3-D Image Display Section 2 on an embodiment shown in Fig. 13, 14, 15, 32, 33, and 34 can be described as follows: Concave Mirror 5 has concave section to reflect ray of light; Primary Image Generating Device 3 such as LC display device, faces towards Concave Mirror 5. Screen 3a that generates Primary Image 4 is positioned on or around

Distance r --- double distance of Concave Mirror 5 Focal Distance $r/2$ ---. Half Mirror 6 is arranged in between Concave Mirror 5 and Primary Image Generating Device 3. It is sloped in approximately 45 degrees against opposed axis between Concave Mirror 5 and Primary Image Generating Device 3. Configuration of Quarter-wavelength Board 17 and Polarization Board 18 are the same as the type of embodiment shown in Fig. 1, 2, 3, 20, 21, and 22.

[0020] Another type of embodiment shown in Fig. 16, 17, 18, 35, 36, and 37 is different from said type of embodiment shown in Fig. 13, 14, 15, 32, 33, and 34. At least one sheet of Flat Mirror 11 is installed in between Primary Image Generating Device 3 and Half Mirror 6 so that Primary Image 4 can be entered on Half Mirror 6. Doubled Distance r of Concave Mirror 5 Focal Distance $r/2$ equals $r^1 + r^2$ without doubt. In any of the said types of embodiment, all configurations fall under scope of the Invention, even if said 3-D Image Display Section 2 is positioned upside down or its angle is slightly changed.

[0021]

[EFFECT] The Invention, as described, has the following effects:

- It prevents ghost phenomenon due to a ray of light that comes in from a 3-D image generated in outer space and other external source of light;
- It enables players to see a clear 3-D image.

[BRIEF DESCRIPTION OF FIGURES]

[FIG. 1] It refers to a section configuration diagram of a type of embodiment of Pachinko game machine from the Invention.

[FIG. 2] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 3] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 4] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 5] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 6] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 7] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 8] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 9] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 10] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 11] It refers to a section configuration diagram of a type of embodiment of Pachinko game machine from the Invention.

[FIG. 12] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 13] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 14] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 15] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 16] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 17] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 18] It refers to a section configuration diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 19] It refers to an entire front view diagram of other type of embodiment of Pachinko game machine from the Invention.

[FIG. 20] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 21] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 22] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 23] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 24] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 25] It refers to a section configuration diagram of other type

of embodiment of slot type game machine from the Invention.

[FIG. 26] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 27] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 28] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 29] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 30] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 31] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 32] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 33] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 34] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 35] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 36] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 37] It refers to a section configuration diagram of other type of embodiment of slot type game machine from the Invention.

[FIG. 38] It refers to an entire front view diagram of other type of embodiment of slot type game machine from the Invention.

[LEGENDS]

1 = Pachinko Game Machine / 2 = 3-D Image Display Device / 3 = Primary Image Generating Device /
4 = Primary Image / 5 = Concave Mirror / 6 = Half Mirror / 7 = Player / 8 = 3-D Image / 9 = Secondary Image /
10 = Secondary Image Generating Device / 11 = Flat Mirror / 12 = Case / 13, 14, 15, 16 = Front Glass /
17 = Quarter-wavelength Board / 18 = Polarization Board / 20 = Slot Type Game Machine / 21 = Slot Section /
22 = Front Panel

FIG. 1

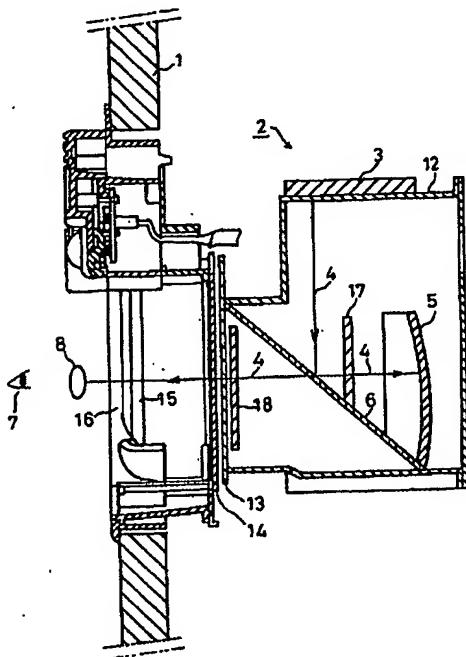


FIG. 2

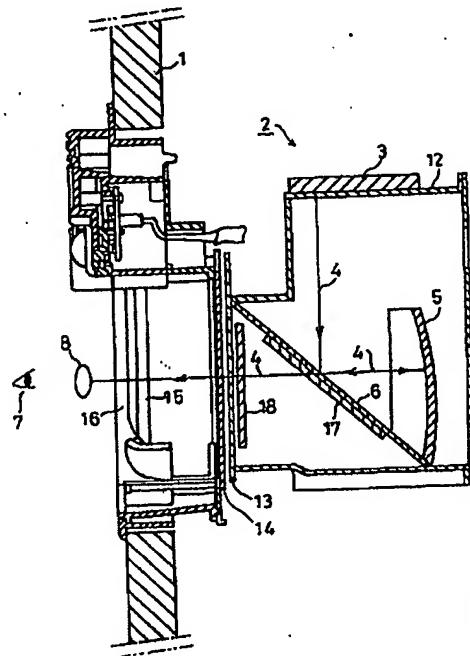


FIG. 3

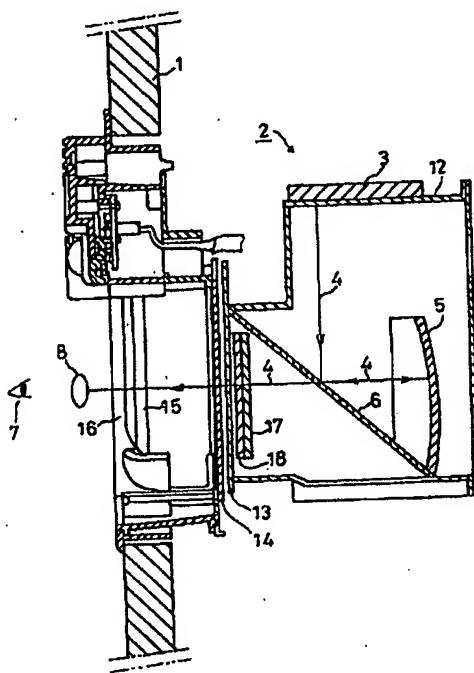


FIG. 4

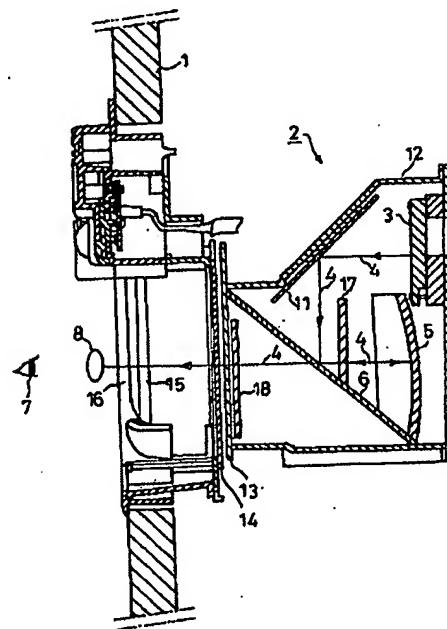


FIG. 5

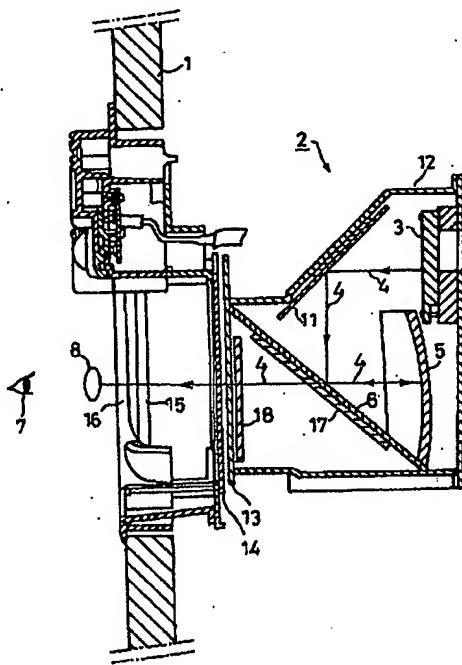


FIG. 6

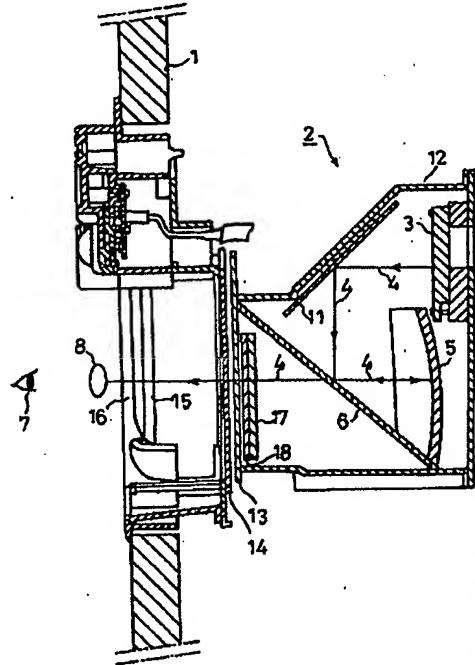


FIG. 7

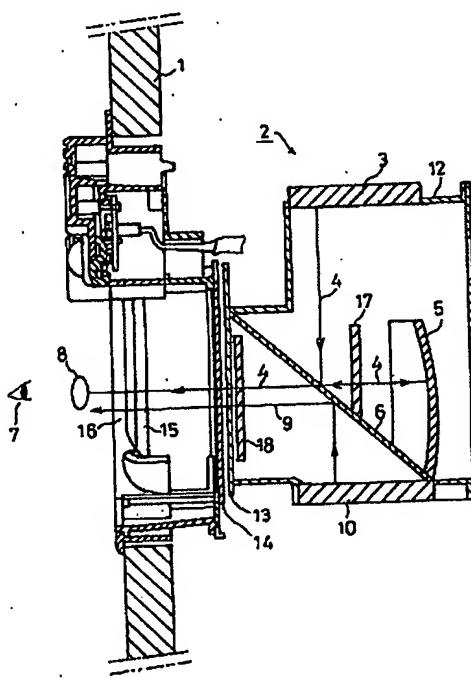


FIG. 8

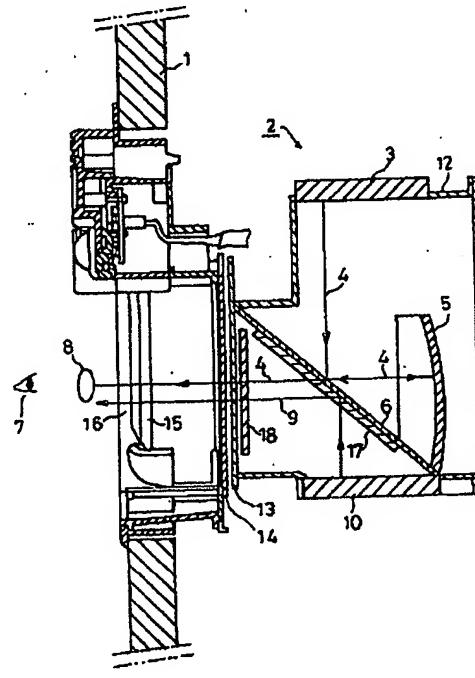


FIG. 9

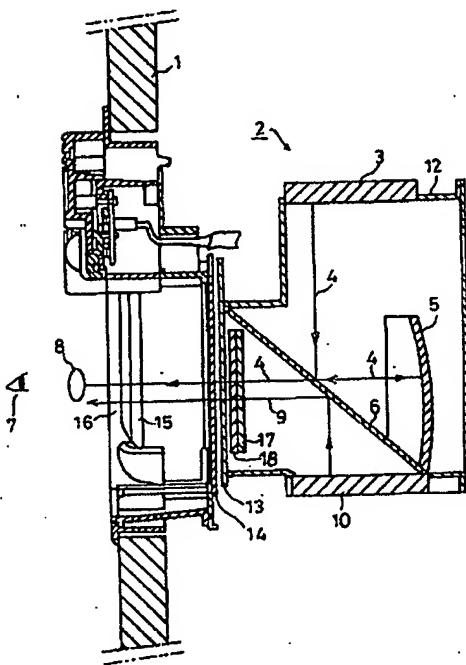


FIG. 10

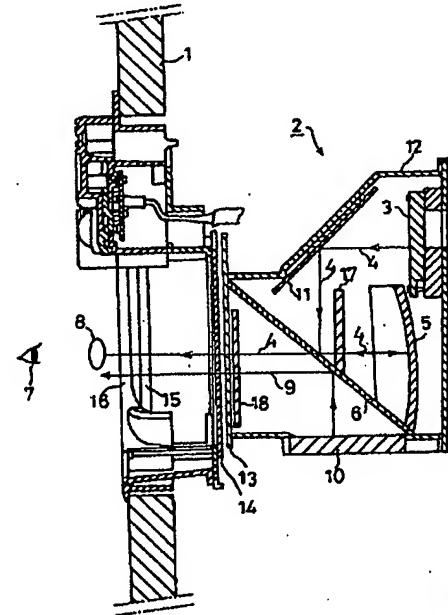


FIG. 11

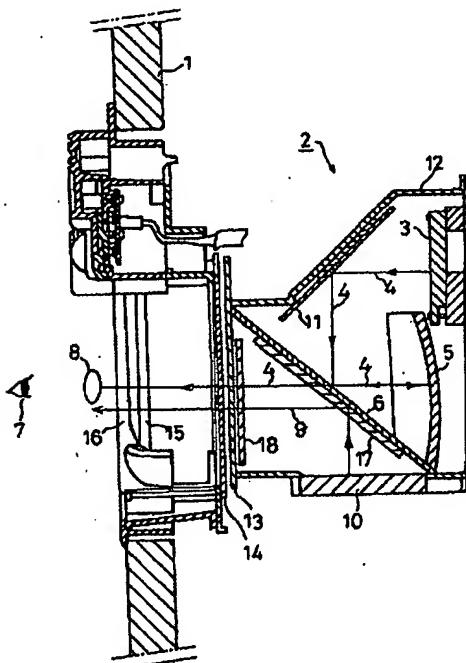


FIG. 12

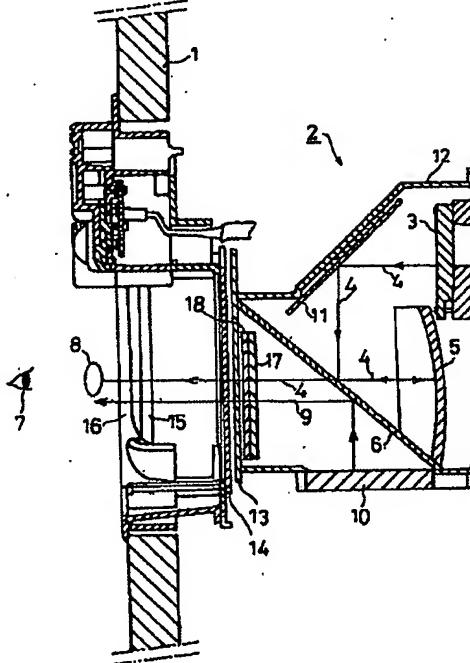


FIG. 13

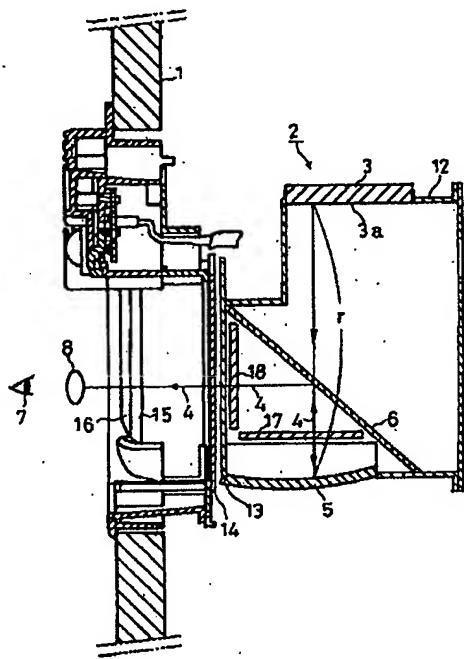


FIG. 14

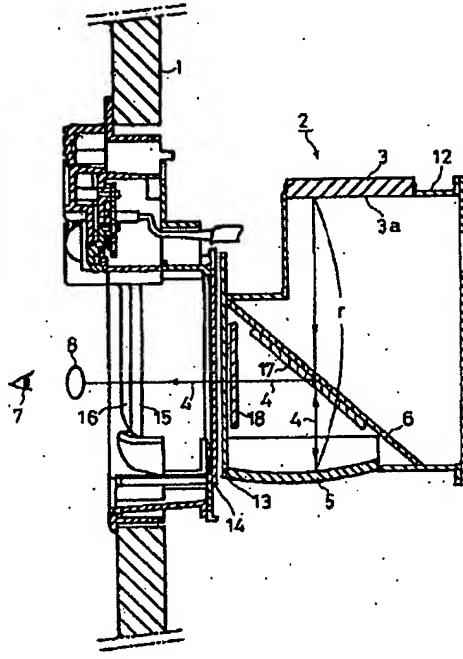


FIG. 15

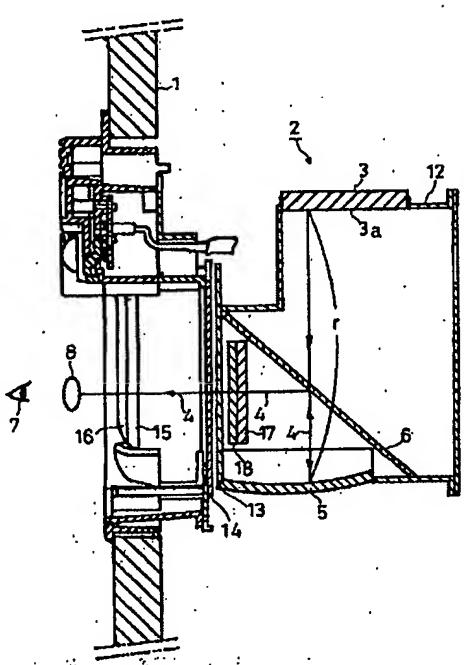


FIG. 16

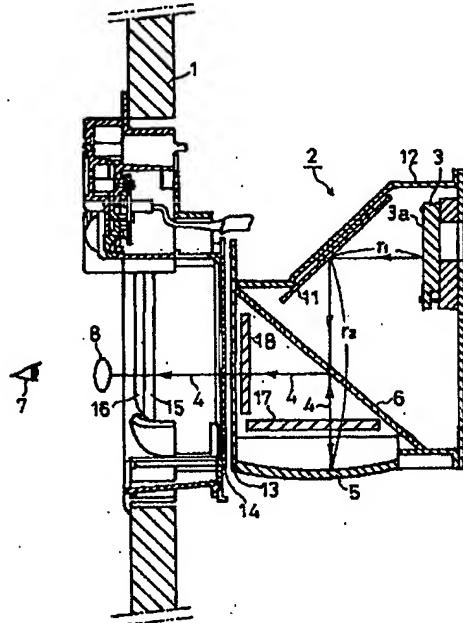


FIG. 17

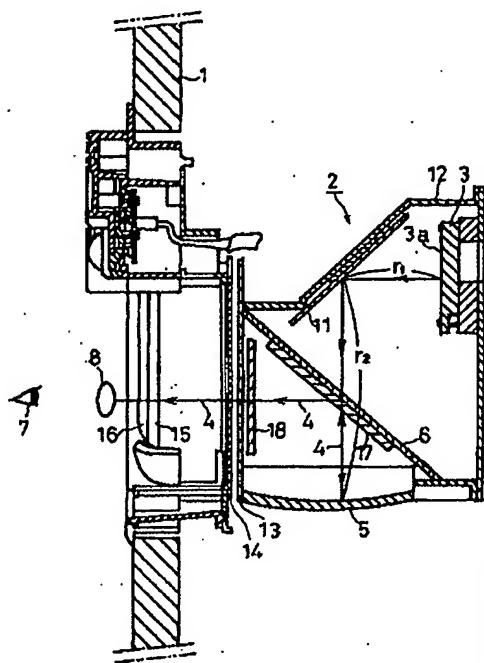


FIG. 18

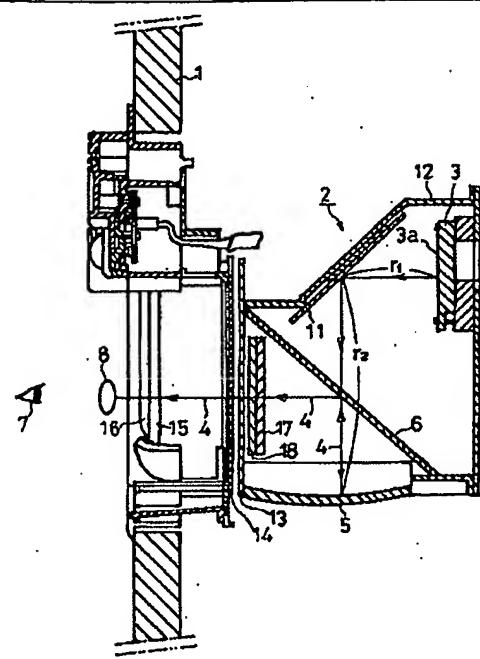


FIG. 19

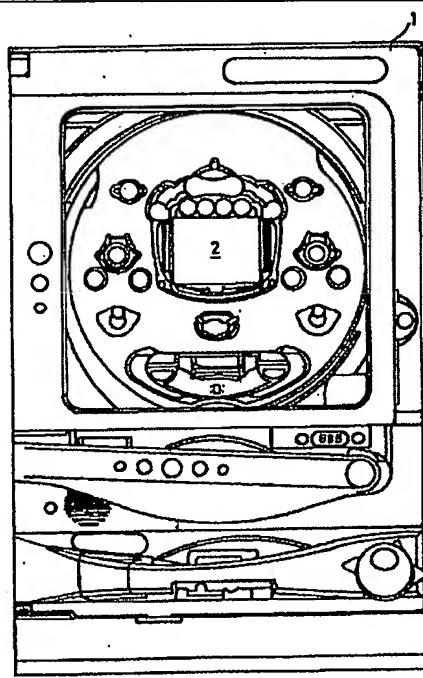


FIG. 20

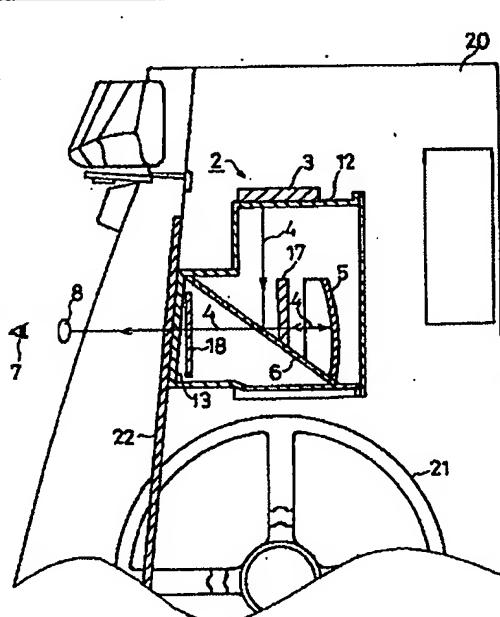


FIG. 21

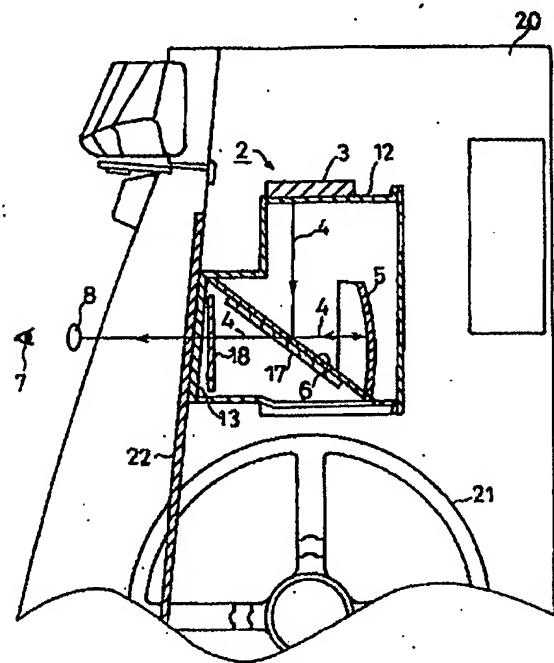


FIG. 22

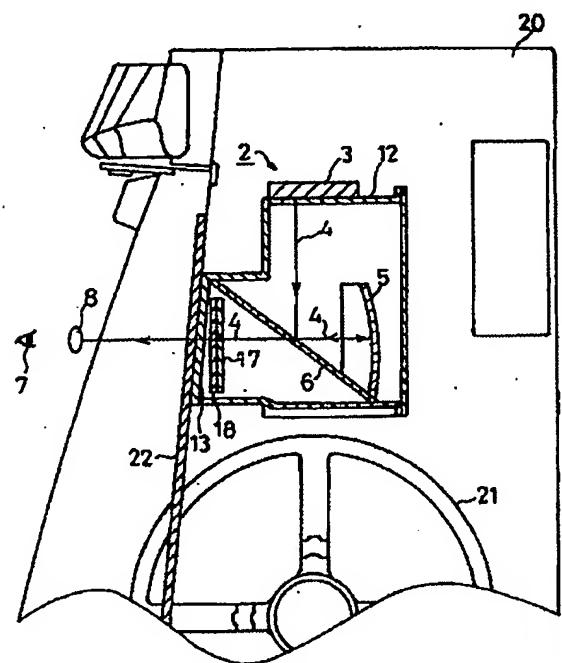


FIG. 23

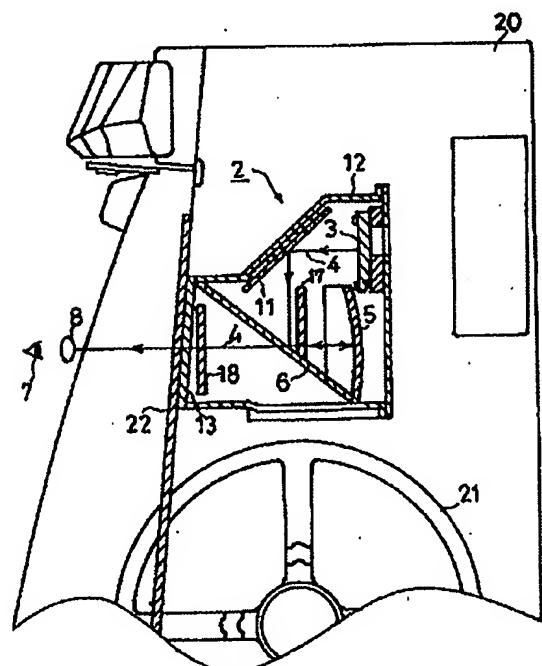


FIG. 24

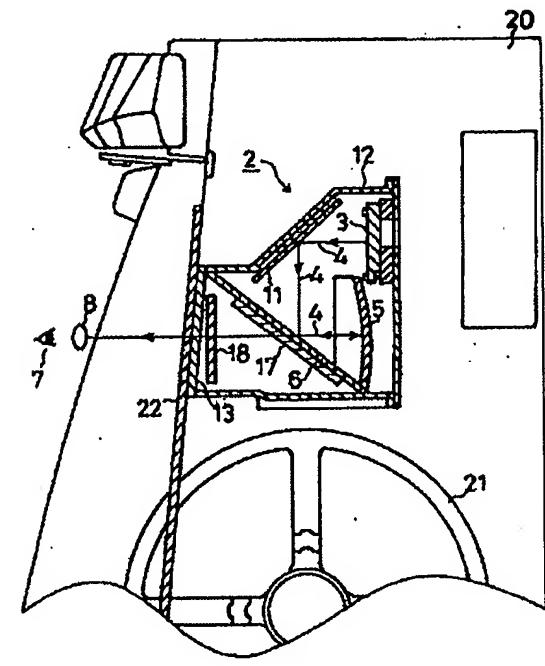


FIG. 25

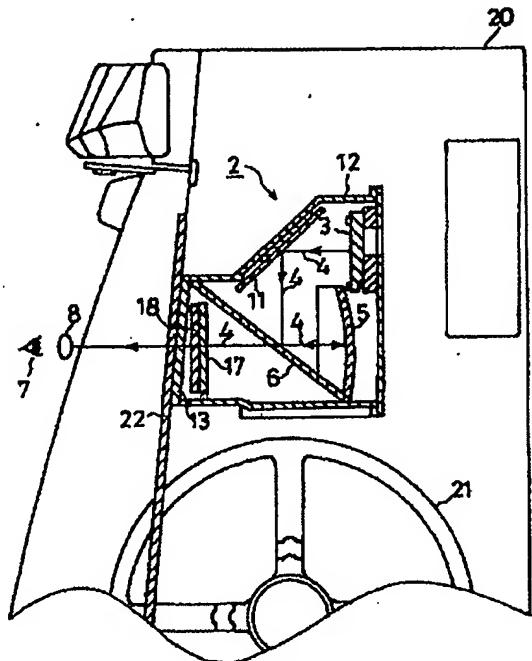


FIG. 26

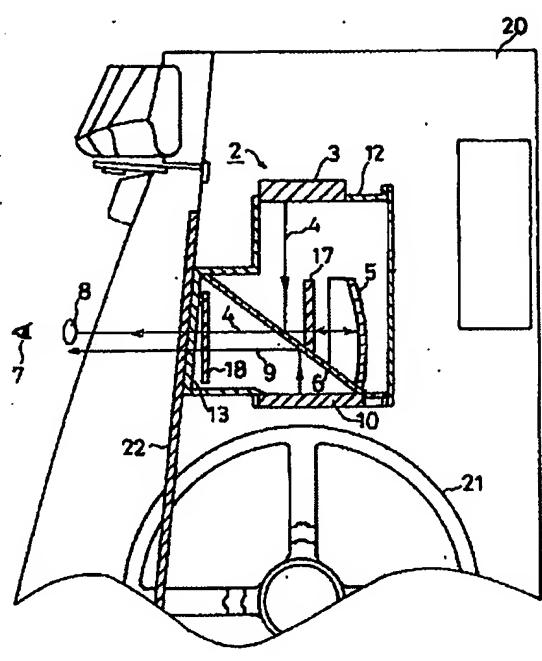


FIG. 27

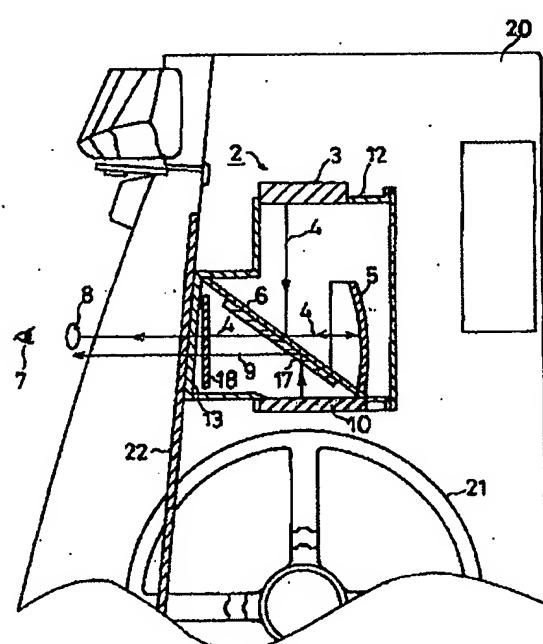


FIG. 28

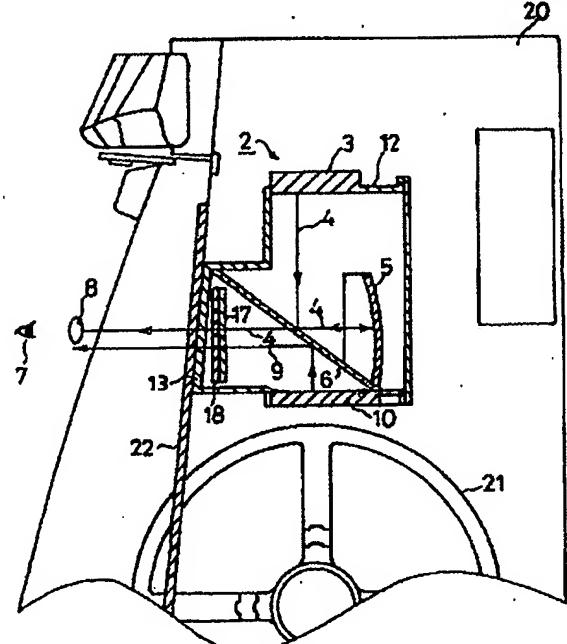


FIG. 29

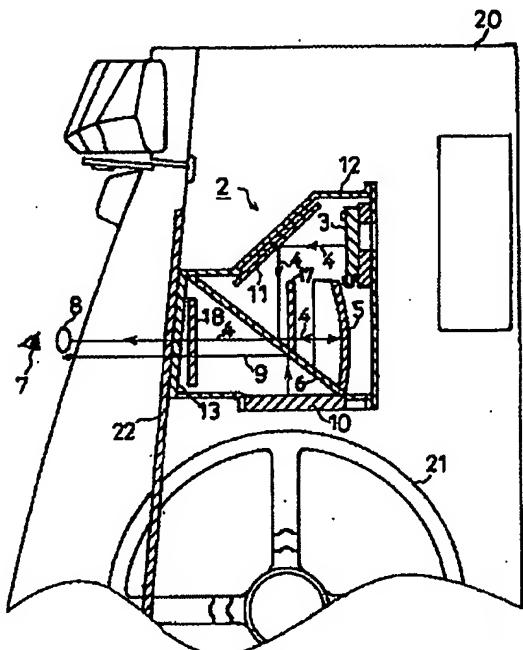


FIG. 30

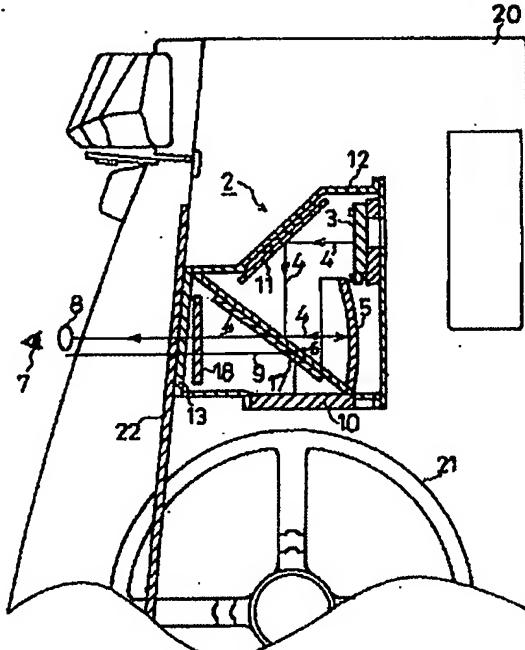


FIG. 31

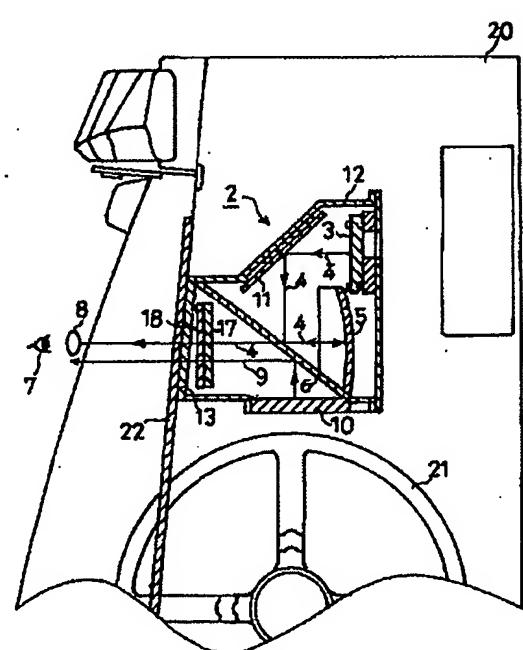


FIG. 32

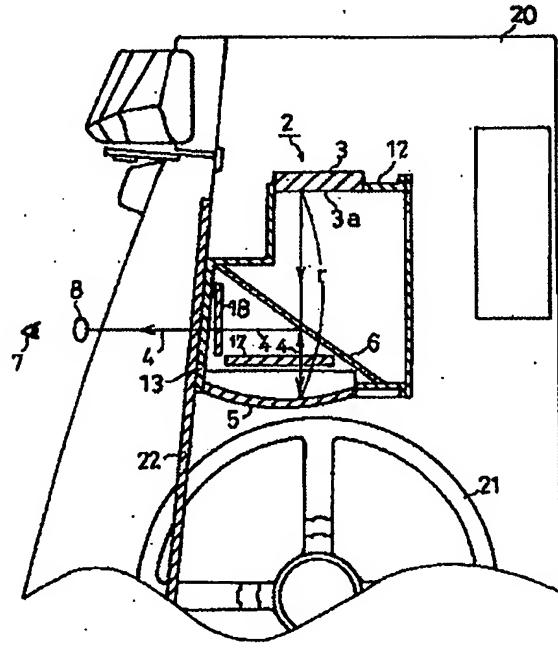


FIG. 33

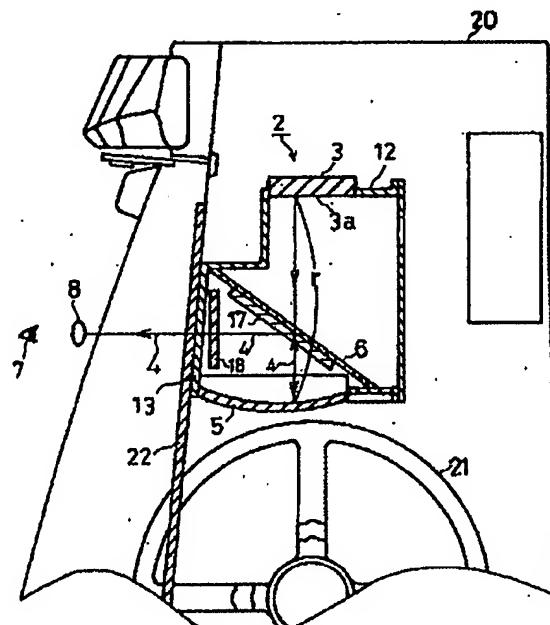


FIG. 34

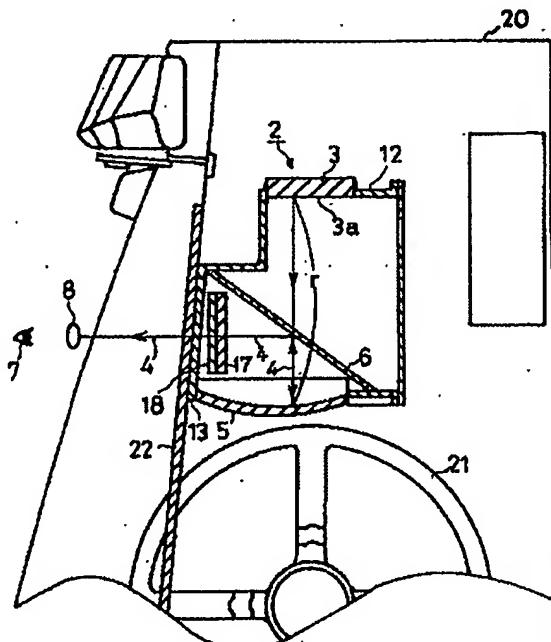


FIG. 35

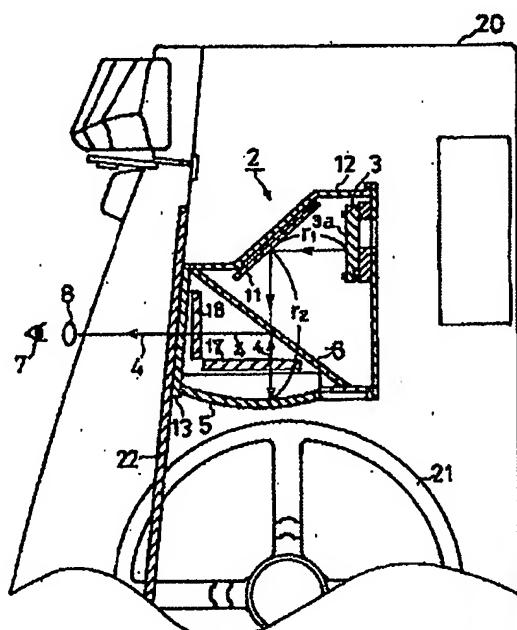


FIG. 36

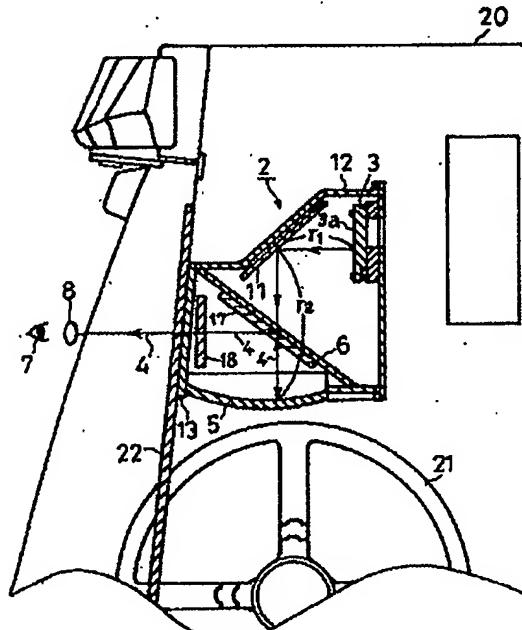


FIG. 37

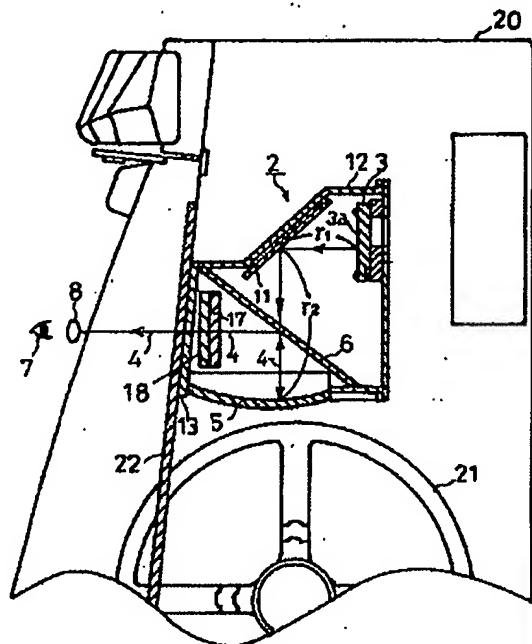


FIG. 38

